

```

int main( ) {
    MyString A; ← default constructor
    MyString B("Hello"); ← constructor
    MyString C(A); ← copy constructor
    MyString *ptr = new MyString( ); ← default constr.
    if( B == A) ← operator ==
        cout << A; ← stream-insertion - friend operator <<
    cin >> B; ← stream-extraction - friend operator >>
    C = A + B; ← operator + member
    ptr = &B; ← assignment operator
    A = *ptr; ← assignment op.
    myFunc1(C);
    myFunc2(C);
}

....
void myFunc1(MyString S) {
    ....
}

void MyFunc2(MyString &T) {

```